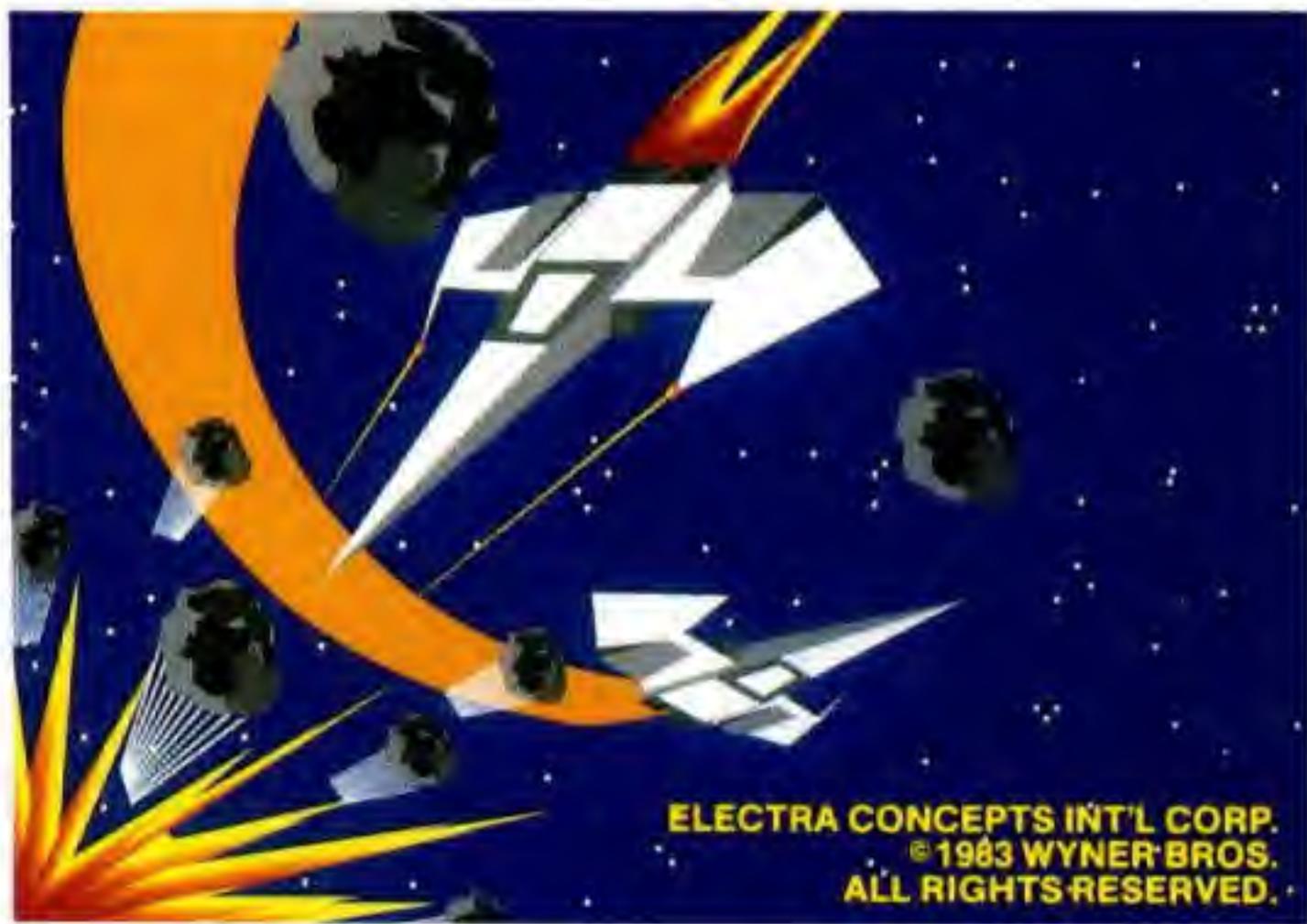


**GAME INSTRUCTIONS**  
**PLAYS ON ATARI® 5200™ SUPERSYSTEM**

# **METEORITES**



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Blast off into space to fight for survival through a never ending field of meteorites and alien attack ships. Welcome to the exciting and challenging interstellar world of Meteorites.



## OBJECT OF THE GAME

Meteorites is a series of rounds in which the game player(s) tries to score as many points as possible by breaking up various size meteorites until they are completely destroyed. New rounds begin with more numerous waves of meteorites. Alien ships make attack runs on your ship during game play. These attack ships can be destroyed by your Photon Cannon or be avoided until they leave the screen or collide with the meteorites themselves.

Each player starts out with three ships until more are awarded during game play scoring.

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## GETTING READY TO PLAY

Meteorites is for one or two players. In a two player mode, rounds alternate with only one player on the screen at a time. Both players use the same controller. Set Game Select (1 or 2 players) by pressing any numbered key (0-9) or # on the Atari analog controller. A second white zero appears in the upper right corner of the screen for second player scoring totals. "START", "RESET" and "PAUSE" buttons control their respective functions. Pressing "PAUSE" a second time restarts the game. The number of ships left in the game for each player appears on the bottom left or right corners of the screen.

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## CONTROLLING THE SHIP

Your ship's flight altitude, speed, and photon cannon are controlled by the joystick and both (upper and lower) fire buttons. Pushing the joystick forward ignites the main engine thrusters providing acceleration in the direction your ship is pointing.

Moving the joystick to the right engages clockwise rotation of the ship. Moving the joystick to the left engages counter-clockwise rotation of the ship. The photon cannon fires forward when the primary fire button (lower button) is pressed.

**HYPERSPACE.** When collision with a traveling meteorite appears likely, the secondary fire button (upper button) can be used to engage your ship's hyperspace engines to get out of danger. But beware, frequent escapes to hyperspace may cause your engines to overheat, causing a chance of re-entry explosion when your ship reappears on the screen.

**NOTE:** Always turn the console power switch off when inserting or removing game cartridge from console.

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## **SCORING**

Player points total from the following hits or destroys by your photon cannon.

### **METEORITES**



20 PTS.



50 PTS.



100 PTS.

### **ALIEN SHIPS**



200 PTS.



1000 PTS.

Extra ships are awarded to players every 10,000 points scored.

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## **FLYING TIPS**

Game action takes place in Deep Space with almost no gravity or inertia. Even short bursts of engine thrusters are enough to move your ship across the screen. To stop the ship, it must be rotated until engines face the direction the ship is moving and a retro-fire burn must be used to slow down the ship until it is near a standstill. The existing gravity will be enough to bring it to a complete stop.

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## **HELPFUL HINTS**

1. Beware of radar ghosting which can create phantom meteorites on the edges of the screen. Your photon missiles may appear to pass through these meteorites, but they will be tracked accurately once they move towards the center.
2. Keep your ship away from the edges where meteorites and alien ships may take you by surprise.
3. For accurate firing and thrusting, view the direction of the ship as the imaginary line defined by the navigation lights on the bow (front) and stern (back) of the ship.
4. Fire continuously while the ship is in hyperspace. This will make it easier to locate the ship when it reappears on the screen.

## **SPECIAL NOTE**

Meteorites will respond as well as any 5200 cartridge to the analog controller supplied with the 5200 system.

Much of the development programming was done with a digital (Atari 2600 type joystick) and a Masterplay 5200 Interface.

We highly recommend the game player compare playing Meteorites both with and without the 5200 interface and your favorite 2600 compatible joystick. Our engineers and programmers found this latter set-up afforded the fast response time and accuracy of movement for more enjoyable and exciting game play.

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## **GAME CARTRIDGE LIMITED NINETY DAY WARRANTY**

Electra Concepts International warrants to the original consumer purchaser that this game cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Electra Concepts International's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at the Electra Concepts International Service Center, 39 Birchdale Drive, Holbrook, NY 11741. This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear; (ii) has been damaged by being used with any product other than the Atari 5200 Console, or (iii) has been damaged by being serviced or modified by anyone other than the Electra Concepts International Service Center.

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